Stompin' game review

Please disregard Self-Test and Attract Mode information shown on page 6 of Bally Sente Field Conversion Kit Manual (M051-00C47-A019). Refer to information on this page instead.

After installing the STOMPIN' game in your SAC 1 unit, check the game as follows:

Self Test

1. Power on game. If title page of game appears, switch on Self-Test function by moving Self-Test switch located on the electronic chassis between the sound board and the game cartridge.
2. RAM and ROM Test should appear on screen (Screen 1). If RAM and all ROMs are working correctly, the test will show an "OK" next to them. If any are bad, the word "BAD" will appear on the screen.
3. At the conclusion of the RAM/ROM Test, the Sound Board Test will occur (Screen 1). If the board tests out, advance to the next test mode by pressing the ZAPPER button.
4. The next test mode is the Switch Input Test (Screen 2). Test all switches except the ZAPPER. If the correct word lights up on screen when a switch is closed, the switch is working correctly. Test coin mechancisms. If everything is working correctly, advance to next screen by pressing ZAPPER button.
5. The next test mode is the Coin Option Settings (Screen 3). The STOMPIN' game has the European coin mode options. See "Option Switch Settings"Sheet regarding the setting of European coin mode options. Press ZAPPER button to advance to next test mode.
6. The next test mode is the Game Options (Screen 4). The game features controlled by these option switch settings are self explanatory. Press the ZAPPER button to advance to next test mode.
7. You are now in the statistics mode. A series of three (3) screens display information, in bar graph form, since the last time the statistics were reset. Screen 5: Game Score Stats: Time Distribution
   Screen 6: Game Score Stats: Level Distribution
   * Screen 7: Game Score Stats: Score Distribution

   Press ZAPPER to advance through the screens! Press START to clear and reset the statistics. Move the Self-Test Switch to return the game to Play Mode.

* **Please note:** After Screen 7 is displayed, pressing ZAPPER will advance through Screens 5, 6, and 7 again. To break from this recycling, move the Self-Test Switch to return the game to Play Mode.

Play Mode

1. Title screen will appear.
2. Instruction screen will appear.
3. Game demonstation will be displayed.
4. Credits screen will appear.
5. High score table will appear.
6. Missing kids page will appear.

Game Description

STOMPIN' is a game which will challenge you both mentally and physically. In this game you, the player, are given the task of preventing various bugs and critters from eating away the food located at the center of the screen. You do this by stepping on the FLOORPLAY controller, each section of which corresponds to one of the sections surrounding the food on the screen. When stepping upon a section that is occupied by a bug, that bug is squashed and you have successfully kept him from the food. The game is over when all the food is gone.

The game consists of three (3) distinct environments. Each one contains its own set of "critters" and levels of increasing difficulty as shown in the following table.

Round	Level	Environment Displayed on Screen	Critters
1	1	Kitchen Floor W/Cheese in Center Square	Ants
2	2	" " "	Ants & Cockroaches
* 3	3	" " "	Ants, Cockroaches & Mice
* 4	4	" " "	Ants,Cockroaches,Mice & Spiders
* 5	5	Patio W/Hot Dogs on Barbecue Grill in Center Square	Gophers
6	6	" " "	Crows
7	7	" " "	Gophers & Crows
8	8	Pond W/Small Flies in Center Square	Slow Frogs
* 9	9	" " "	Slow Fish
* 10	10	" " "	Fast Frogs
* 11	11	" " "	Fast Fish

After Round 11 ends, the succeeding rounds will repeat the same level of difficulty, (Level 11).

* **NOTE:** By using a Game Option Switch, a bee will appear in various rounds. If the bee is squashed during a round, a bonus of 2000 points are awarded. Also, all of the other critters will be killed automatically with their point values added to the score and the round ends.

STOMPIN'

OPTION SWITCH SETTINGS - DIP SWITCH "G1"

//////////////////////////////// **VARIOUS GAME PLAY OPTIONS** ////////////////////////////////

	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
* MISSING KIDS DISPLAYED	OFF			XX	XX			
MISSING KIDS NOT DISPLAYED	ON			XX	XX			
* KID ON RIGHT NOT LOCATED		OFF						
KID ON RIGHT WAS LOCATED		ON						
* KID ON LEFT NOT LOCATED			OFF					
KID ON LEFT WAS LOCATED			ON					
* ATTRACT SOUND PRESENT						OFF		
ATTRACT SOUNDS ABSENT						ON		
NO BEE PRESENT							OFF	
* BEE IS IN GAME							ON	
NO BUGS (For Floor Demo)								OFF
* BUGS PRESENT (Regular Play)								ON

*** INDICATED FACTORY RECOMMENDED SETTINGS** — **PART NO. M051-00E38-A007**

STOMPIN'

OPTION SWITCH SETTINGS - DIP SWITCH "H1"

////////////////////////////////////// **COINS PER CREDIT** //////////////////////////////////////

VARIOUS CREDIT OPTIONS	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
FREE PLAY	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
* 1 COIN / 1 CREDIT	ON	ON						
1 COIN / 2 CREDITS	OFF	ON						
2 COINS / 1 CREDIT	ON	OFF						
3 COINS / 1 CREDIT	OFF	OFF						

////////////////////////////////// **COINS ADD BONUS COINS** //////////////////////////////////

	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
* NO BONUS COINS			ON	ON	ON			
2 COINS ADDS 1 BONUS COIN			OFF	ON	ON			
3 COINS ADDS 1 BONUS COIN			ON	OFF	ON			
4 COINS ADDS 1 BONUS COIN			OFF	OFF	ON			
4 COINS ADDS 2 BONUS COINS			ON	ON	OFF			
5 COINS ADDS 1 BONUS COIN			OFF	ON	OFF			
5 COINS ADDS 2 BONUS COINS			ON	OFF	OFF			
5 COINS ADDS 3 BONUS COINS			OFF	OFF	OFF			

/////////////////////////////////// **COIN MECH MULTIPLIER** ///////////////////////////////////

	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
* LEFT COIN MECH X 1						ON		
LEFT COIN MECH X 2						OFF		
* RIGHT COIN MECH X 1							ON	ON
RIGHT COIN MECH X 4							OFF	ON
RIGHT COIN MECH X 5							ON	OFF
RIGHT COIN MECH X 6							OFF	OFF

*** INDICATED FACTORY RECOMMENDED SETTINGS** | **PART NO. M051-00E38-A007**

KIT PARTS LIST: STOMPIN' U.R.
PART NO. GE38-00001-0000

ORDER BY PART NUMBER **ONLY**

ITEM	PART NO.	DESCRIPTION
1	AE38-00004-0000	CONTROL SHELF ASSY.
	AE38-00005-0000	CONTROL SHELF CABLE ASSY.
	B006-08029-010B	FLOOR-PLAY INTERFACE BD. ASSY.
	U570-00042-0200	SWITCH: SW., SPST., 1A, 125VAC - RED
	0E38-00100-00XF	PANEL: CONTROL SHELF SCREENED
	0E38-00101-0000	BRKT: INTERFACE SUPPORT
	0E38-00700-00XF	END: GRAB BAR (2 REQ'D.)
	0E38-00701-0000	TUBING: GRAB BAR
	0E38-00901-0000	CUSHION: GRAB BAR
	0017-00032-0092	SWITCH: SPDT P.B. MOMENTARY, LED.
	0929-00905-00XF	BEZEL: SWITCH
2	AE38-00007-0000	FLOOR ASSY.
3	AE38-00009-0000	CABINET MOUNTING PLATE ASSY.
	0E38-00108-0000	PLATE: CABINET MOUNTING
	0017-00103-0013	NUT 10-32 WELD (2 REQ'D.)
4	AE38-00014-0000	BAG & HARDWARE ASSY.
	0017-00101-0760	10-32 X 16 PHILLIPS ROUND WASHER HEAD SCREW (2 REQ'D.)
	0017-00101-0807	5/16-18 X 12 UNSLOTTED HEX HD. STOVE BOLT (2 REQ'D.)
	0017-00102-0045	3/8-16 X 12 UNSLOTTED HEX HD. STOVE BOLT (2 REQ'D.)
	0017-00104-0103	WASHER: FLAT .390 I.D., .625 O.D., .031 TH. (2 REQ'D.)
5	AE38-00300-0000	KIT INSTRUCTION ASSY.
	M051-00E38-A007	TAG: OPTION SWITCH SETTINGS
	M051-00C47-A019	MANUAL: CONVERSION KIT
6	AE38-00301-0000	GAME INFORMATION SHEET ASSEMBLY: STOMPIN' U.R.
	M051-00E38-A014	GAME REVIEW SHEET: STOMPIN'

KIT PARTS LIST: STOMPIN' U.R., CONT'D.
PART NO. GE38-00001-0000

ORDER BY PART NUMBER **ONLY**

ITEM	PART NO.	DESCRIPTION
	M051-00E38-A015	PARTS LIST: STOMPIN' U.R.
	M051-00E38-A017	FLOOR-PLAY ASSY.: INSTALLATION PROCEDURE
	M051-00E38-A007	OPTION SWITCH SETTINGS SHEET
	M051-00E38-A018	FLOOR-PLAY ASSY.: PARTS ILLUSTRATION SHEET
	M051-00E38-A019	PARTS LIST: FLOOR-PLAY ASSY.
	M051-00E38-A017	FLOOR-PLAY ASSY.: INSTALLATION PROCEDURE
	M051-00E38-A016	CONTROL PANEL & FLOOR PLAY ASSY. WIRING DIAGRAM: STOMPIN' U.R.
	M051-00C47-A003	SAC 1A WIRING DIAGRAM
	M051-00E19-B003	SAC 1B WIRING DIAGRAM
	M051-00E23-A005	SAC-MAN WIRING DIAGRAM
	M051-00114-A148	COMPONENT LAYOUT & PARTS LIST: 256K CARTRIDGE BD.
	M051-00114-A149	SCHEMATIC: 256K CARTRIDGE BD.
	M051-00E38-B012	COMPONENT LAYOUT & PARTS LIST: FLOOR-PLAY INTERFACE P.C.B.
	M051-00E38-B013	SCHEMATIC: FLOOR-PLAY INTERFACE P.C.B.
	M051-00E38-A010	PARTS LIST: FLOOR-PLAY LAMP BD.
	M051-00E38-A011	SCHEMATIC: FLOOR-PLAY LAMP BD.
7	A084-91834-AE38	PROGRAMMED 128K CARTRIDGE W/SECURE
8	U858-00632-U802	6-32 X 8 SOC BUTTON HD. SCREW
9	0E38-00900-0000	HEADER: GRAPHIC "STOMPIN'"
10	0017-00103-0052	NUT 6-32 LOCKING (9 REQ'D.)

MOUNTING PROCEDURE FOR
FLOOR PLAY ASSEMBLY TO UPRIGHT GAME CABINET:
SAC 1, SAC 1A, SAC 1B & SAC-MAN (PAC-MAN, GALAXIAN,
MS. PAC-MAN, TRACK 'N' FIELD, & HYPERSPORT)

1. For SAC 1A, SAC 1B, & SAC-MAN game cabinets: Remove rear door and lay cabinet on its side. Drill 2" hole in bottom of cabinet as shown in Figure 1.
   For SAC 1 game cabinet only: Remove rear door and notch it as shown in Figure 1A. Lay cabinet on its side.

2. With cabinet still on its side, attach Cabinet Mounting Plate to front leg leveler mounting holes using two (2) hex bolts * and two (2) washers provided with kit (see Figure 2).
   * NOTE: For SAC 1: 5/16"-18 X 3/4" unslotted hex head stove bolt & for SAC 1A, SAC 1B & SAC-MAN: 3/8-16 X 3/4" unslotted hex head stove bolt.

3. Stand cabinet upright. Run cable of Floor Play Assembly thru slot in Cabinet Mounting Plate (see Figure 3).
   For SAC 1A, SAC 1B & SAC-MAN game cabinets: Feed Floor Play cable into cabinet thru 2" hole in cabinet bottom (see Figure 3).
   For SAC 1 game cabinet only: Run Floor Play Cable under cabinet to its rear and bring cable into cabinet thru rear opening where rear door notch is located (see Figure 2).
   For all game cabinets, position Floor Play Assembly over nuts welded on Cabinet Mounting Plate and fasten with two (2) 10-32 X 1" phillips round washer hd. screws provided with kit.

4. Run Floor Play cable up inside wall (either side) of cabinet. Secure Floor Play cable to wall using 3/4" wire harness clamps provided with kit. Connect Floor Play cable connector J1 to P2 connector of Control Interface P.C.B. mounted on Control Shelf Insert (see Figure 3).

5. Secure rear door to game cabinet.

MOUNTING PROCEDURE FOR FLOOR PLAY ASSEMBLY TO UPRIGHT GAME CABINET: SAC 1, SAC 1B & SAC-MAN (PAC-MAN, GALAXIAN, MS. PAC-MAN, TRACK 'N' FIELD & HYPERSPORT), CONTD.

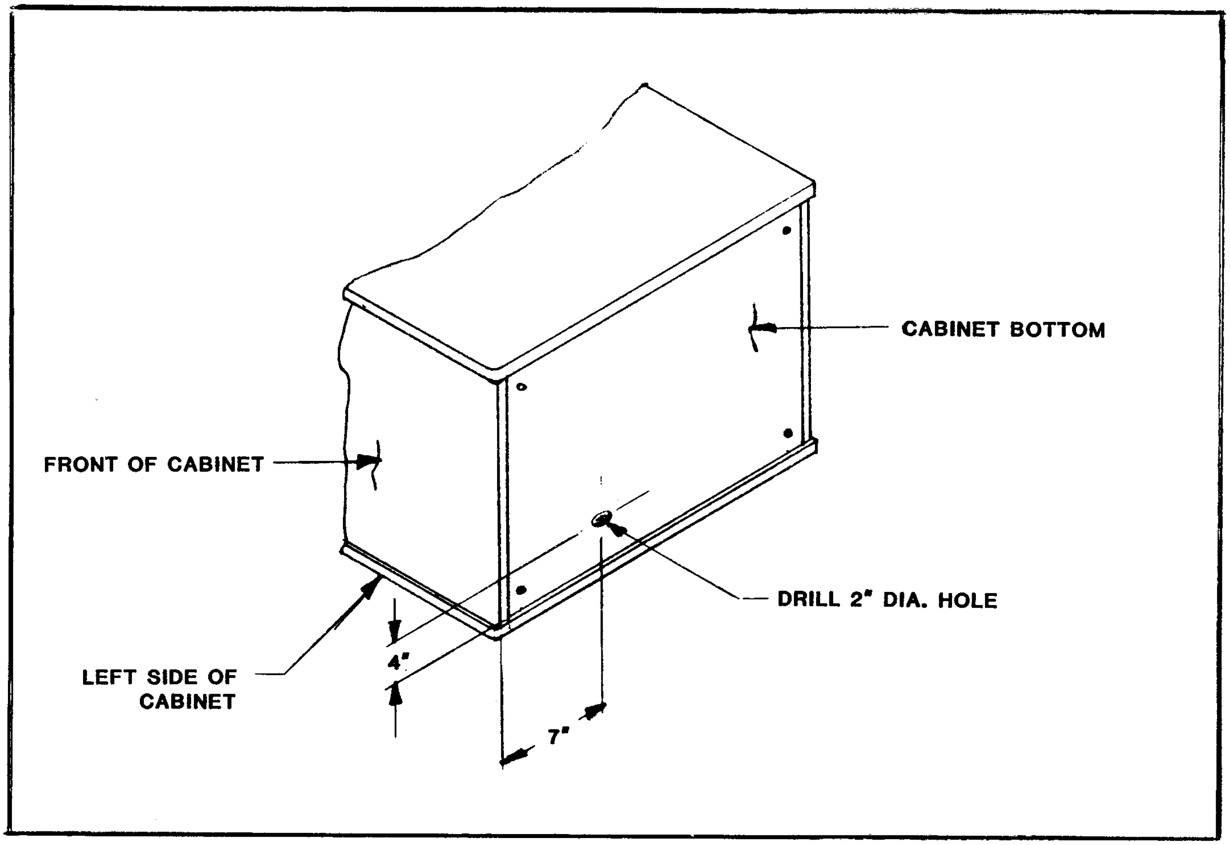


FIGURE 1

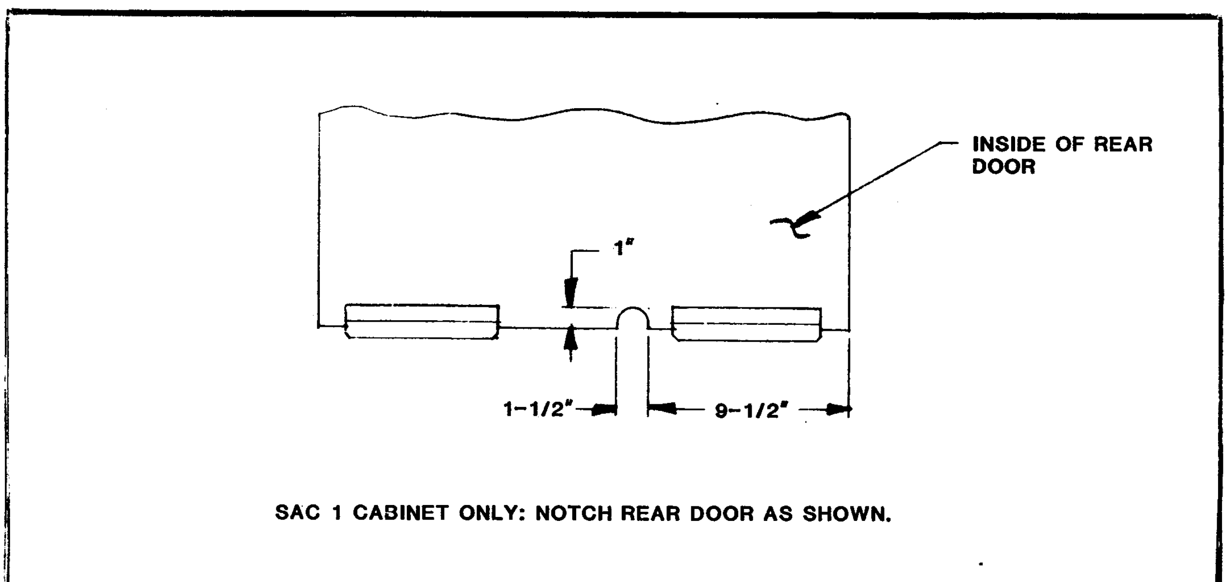


FIGURE 1A

MOUNTING PROCEDURE FOR FLOOR PLAY ASSEMBLY TO UPRIGHT GAME CABINET: SAC 1, SAC 1B & SAC-MAN (PAC-MAN, GALAXIAN, MS. PAC-MAN, TRACK 'N' FIELD & HYPERSPORT), CONTD.

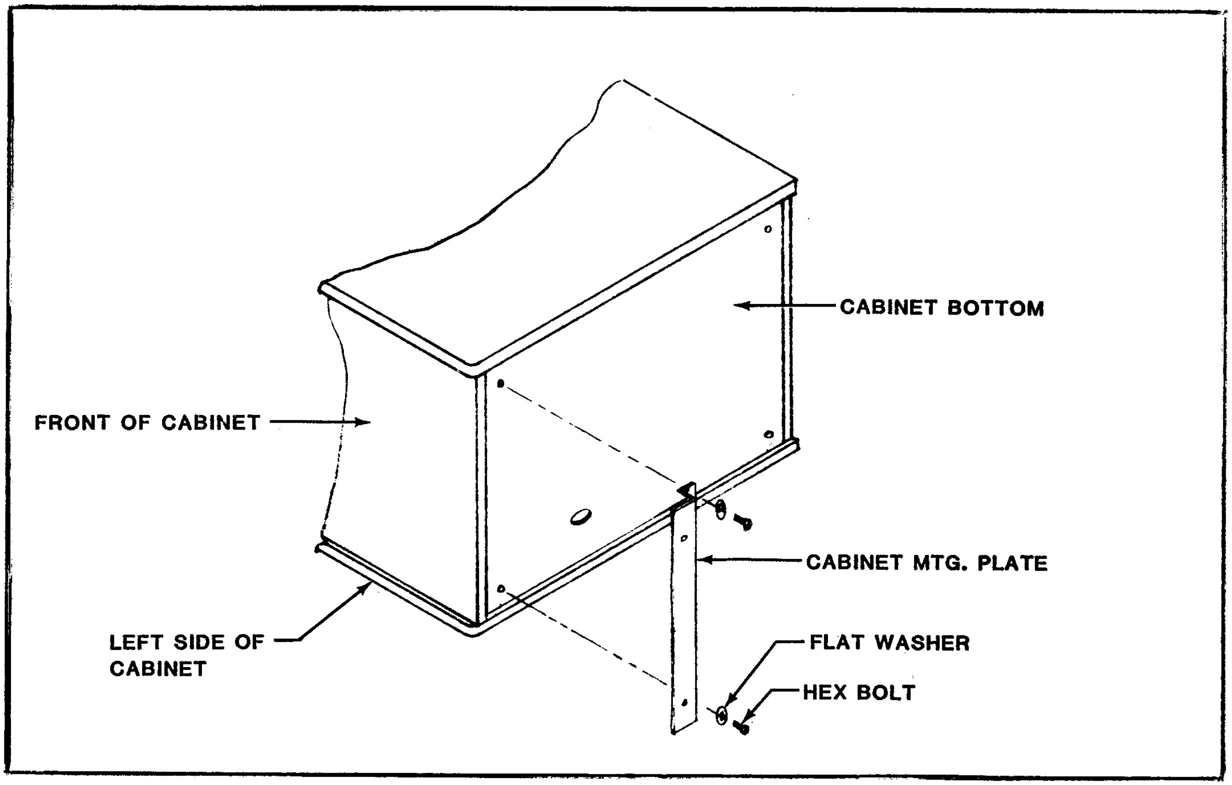


FIGURE 2

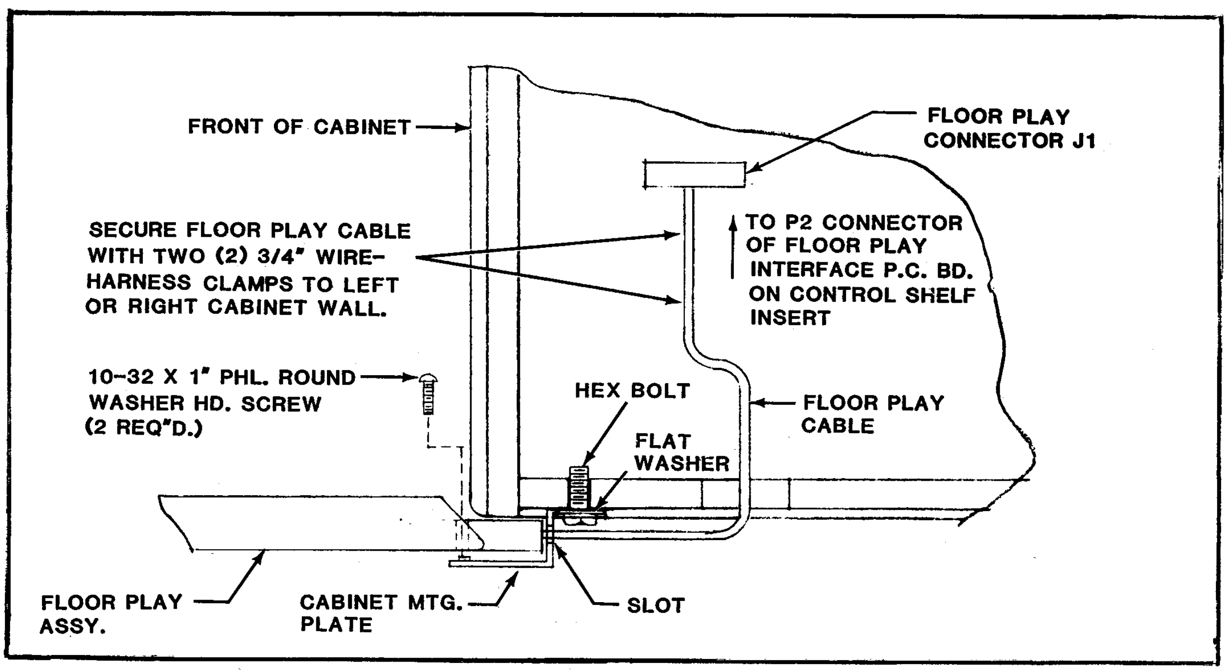
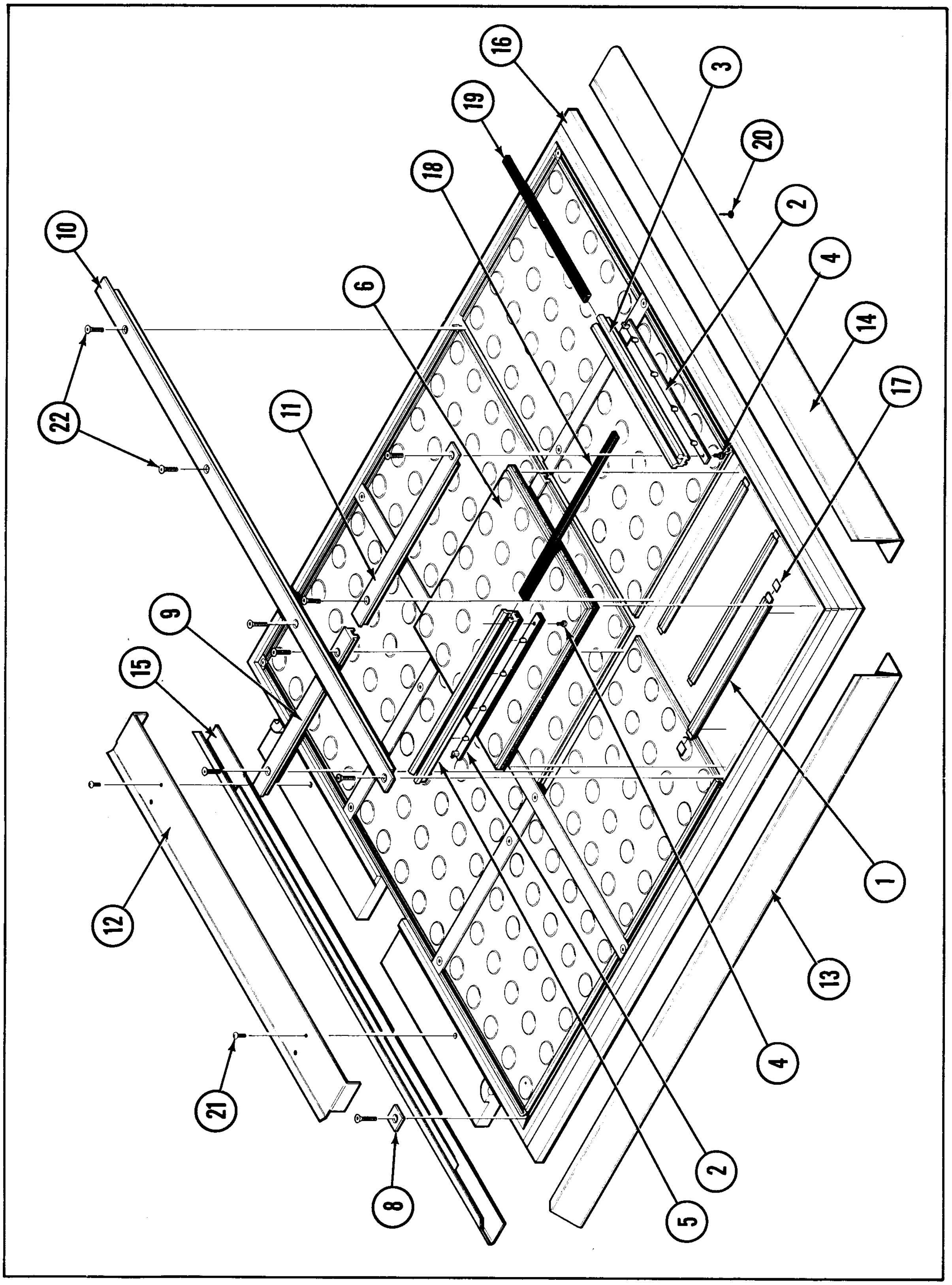


FIGURE 3

FLOOR-PLAY ASSEMBLY
PART NO. AE38-00007-0000



FLOOR-PLAY ASSEMBLY PARTS LIST
AE38-00007-0000

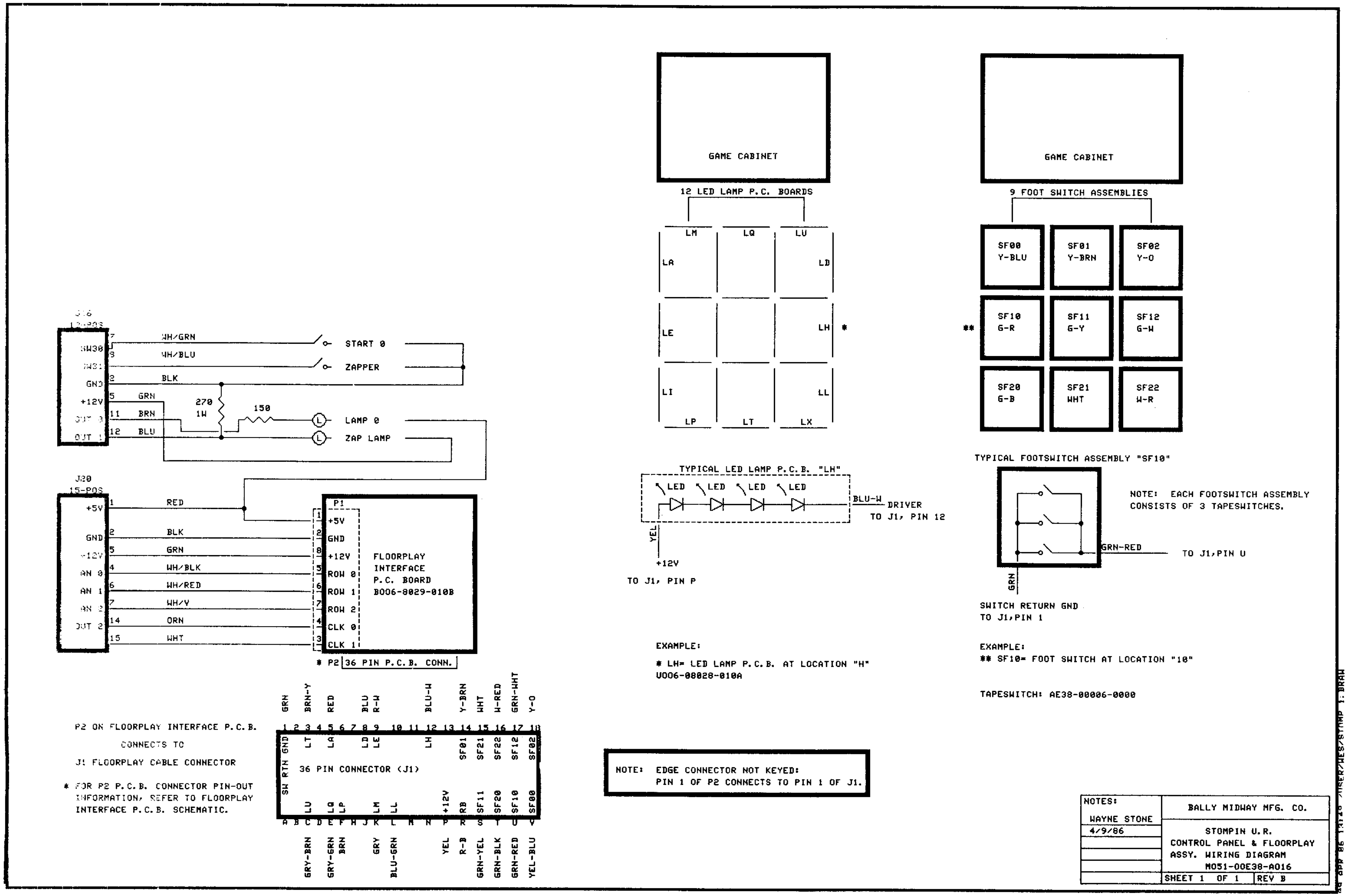
ORDER BY PART NUMBER **ONLY**

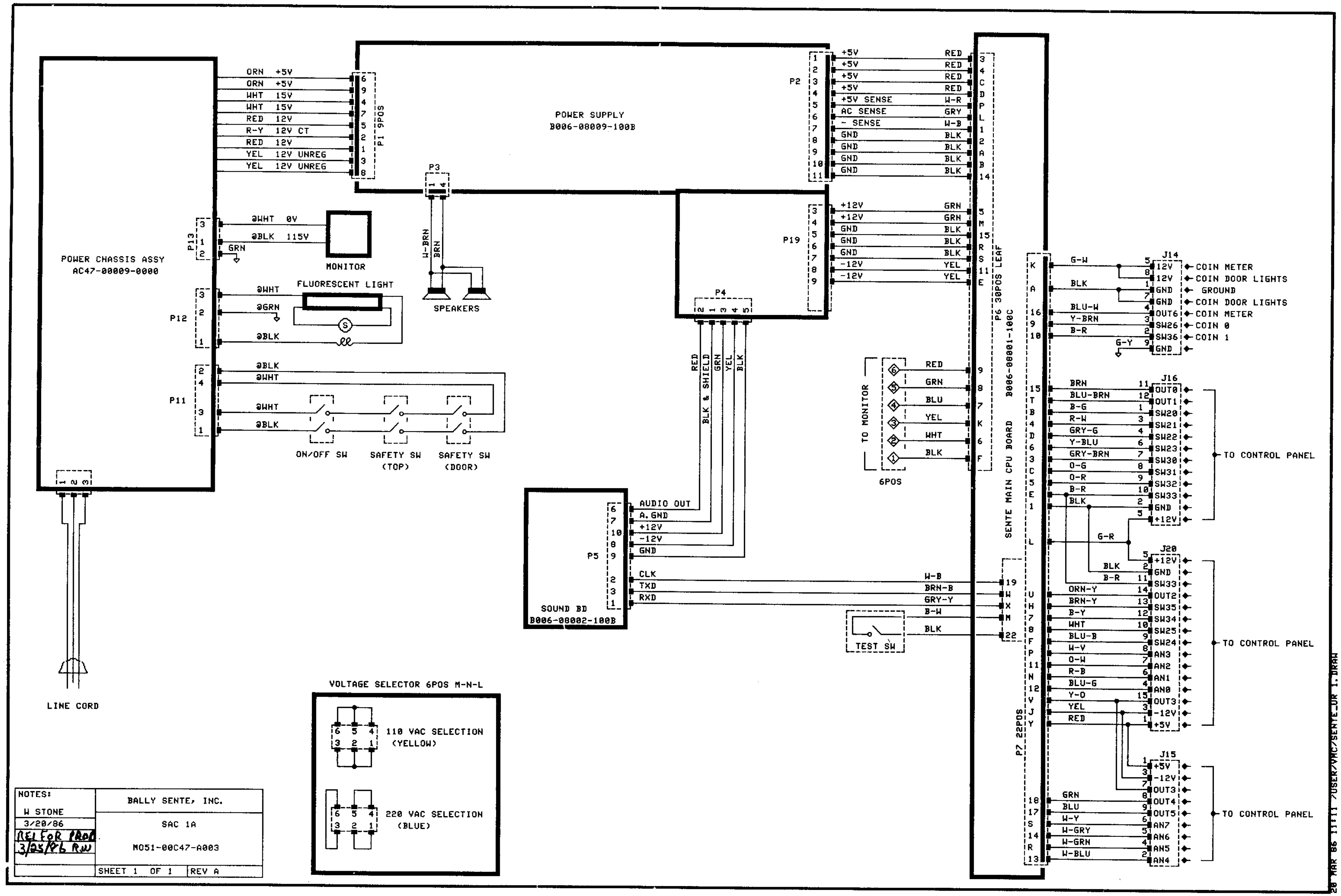
ITEM	PART NO.	DESCRIPTION
1	AE38-00006-0000	TAPESWITCH ASSY. (27 REQ'D.)
	AE38-00011-0100	LENS, CHANNEL & LED 9-15/32 (6 REQ'D.) (INCLUDES ITEMS 2, 3 & 4)
2	U006-08028-010A	FLOOR CONTROL LAMP BD. ASSY.
	U007-08028-010A	FLOOR CONTROL LAMP P.C. BD.
	U550-00086-0100	CONNECTOR KK100 PCM M02A: SQUARE TIP
	100E-00005-0035	120 OHM 1/4W RESISTOR
	119E-00001-0007	L.E.D.: RED MV5760 (4 REQ'D.)
3	0E38-00102-0100	CHANNEL: LENS
4	0017-00101-0518	5-40 X 5 PHILLIPS PAN HEAD M.S.
	AE38-00011-0200	LENS, CHANNEL & LED 10-23/32 (6 REQ'D.) (INCLUDES ITEMS 2, 4 & 5)
5	0E38-00102-0200	CHANNEL: LENS
6	AE38-00012-0000	PAD ASSY. W/TAPE ASSY. (9 REQ'D.)
7	AE38-00013-0000	FLOOR-PLAY CABLE ASSY. (NOT SHOWN)
8	0E38-00103-0000	WASHER: SQUARE (4 REQ'D.)
9	0E38-00104-0000	DIVIDER: CENTER (2 REQ'D.)
10	0E38-00105-0000	DIVIDER: HORIZONTAL (2 REQ'D.)
11	0E38-00106-0000	DIVIDER: END (4 REQ'D.)
12	0E38-00107-0000	COVER: END
13	0E38-00109-01XF	BASE-FRAME: L = 34.781 (2 REQ'D.)
14	0E38-00109-02XF	BASE-FRAME: L = 31.031
15	0E38-00110-00XF	BASE-FRAME: FRONT
16	0E38-00501-0000	BASE: FLOOR-PLAY ASSY.
17	0E38-00902-0000	INSULATOR: TAPESWITCH (54 REQ'D.)

FLOOR-PLAY ASSEMBLY PARTS LIST CONT'D.
AE38-00007-0000

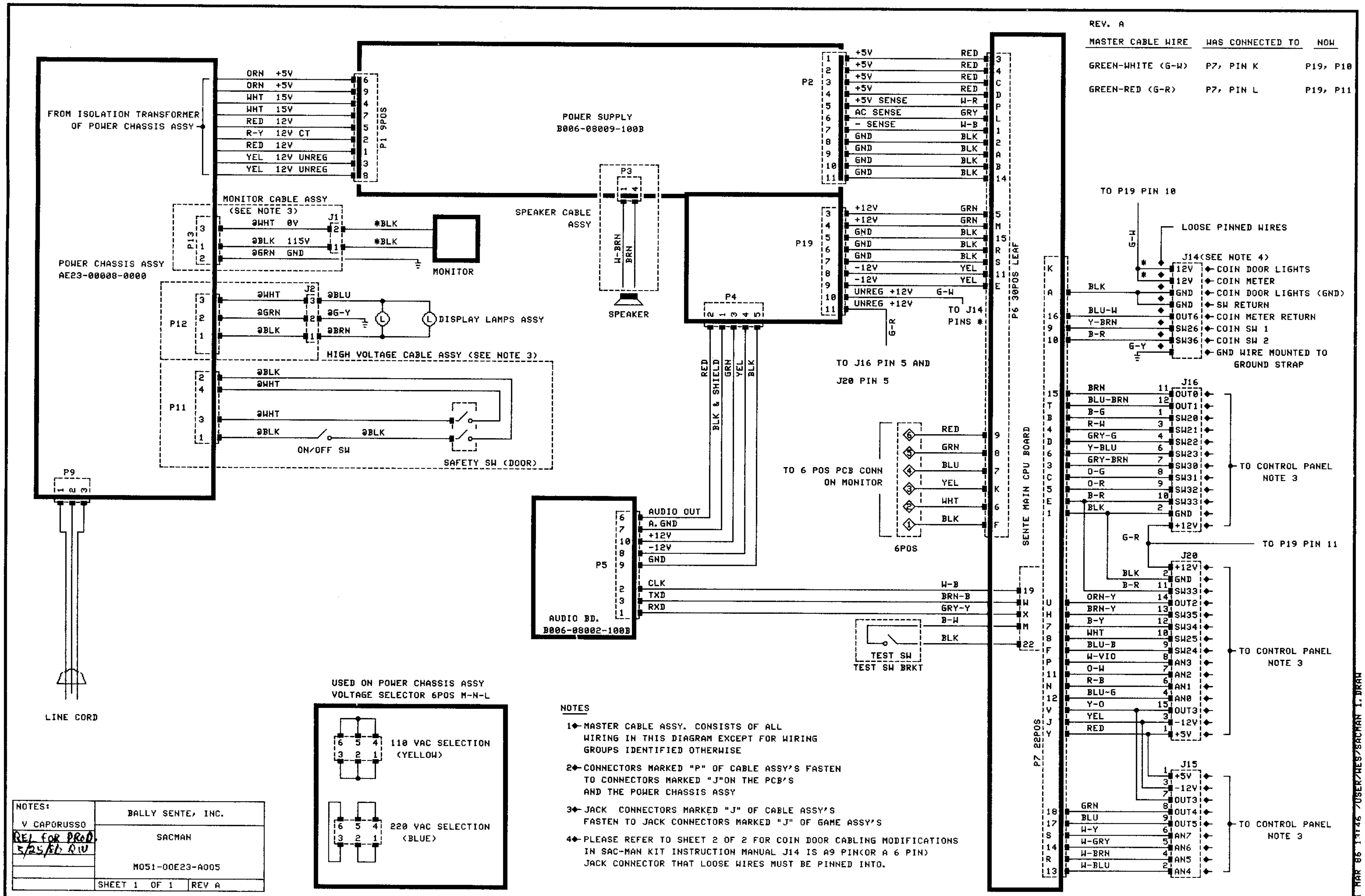
ORDER BY PART NUMBER **ONLY**

ITEM	PART NO.	DESCRIPTION
18	0E38-00904-0100	LENS: L = 10.968 (6 REQ'D.)
19	0E38-00904-0200	LENS: L = 9.718 (6 REQ'D.)
20	0017-00101-0337	5 X 8 PHILLIPS PAN HEAD SCREW (16 REQ'D.)
21	0017-00101-0117	8 X 10 PHILLIPS TRUSS HEAD SCREW (4 REQ'D.)
22	0017-00101-0684	10 - 32 X 16 HEX SOCKET FLAT HEAD SCREW (24 REQ'D.)


GAME CABINET
12 LED LAMP P.C. BOARDS
LM LQ LU
LA LD
LE LH *
LI LL
LP LT LX
GAME CABINET
9 FOOT SWITCH ASSEMBLIES
SF00 Y-BLU
SF01 Y-BRN
SF02 Y-O
** SF10 G-R
SF11 G-Y
SF12 G-W
SF20 G-B
SF21 WHT
SF22 W-R
J20 15-POS
+5V GND +12V AN 0 AN 1 AN 2 OUT 2
RED BLK GRN WH/BLK WH/RED WH/Y ORN WHT
SW30 GND +12V OUT 1
WH/GRN WH/BLU BLK GRN BRN BLU
START 0
ZAPPER
270 1W
150
LAMP 0
ZAP LAMP
P1
+5V GND +12V ROW 0 ROW 1 ROW 2 CLK 0 CLK 1
FLOORPLAY INTERFACE P.C. BOARD B006-8029-010B
* P2 36 PIN P.C.B. CONN.
TYPICAL LED LAMP P.C.B. "LH"
LED LED LED LED
BLU-W DRIVER TO J1, PIN 12
YEL +12V
TO J1, PIN P
TYPICAL FOOTSWITCH ASSEMBLY "SF10"
NOTE: EACH FOOTSWITCH ASSEMBLY CONSISTS OF 3 TAPESWITCHES.
GRN-RED TO J1,PIN U
GRN
SWITCH RETURN GND TO J1,PIN 1
EXAMPLE:
* LH= LED LAMP P.C.B. AT LOCATION "H" U006-08028-010A
EXAMPLE:
** SF10= FOOT SWITCH AT LOCATION "10"
TAPESWITCH: AE38-00006-0000
P2 ON FLOORPLAY INTERFACE P.C.B. CONNECTS TO J1 FLOORPLAY CABLE CONNECTOR
* FOR P2 P.C.B. CONNECTOR PIN-OUT INFORMATION, REFER TO FLOORPLAY INTERFACE P.C.B. SCHEMATIC.
GRN BRN-Y RED BLU R-W BLU-W Y-BRN WHT W-RED GRN-WHT Y-O
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18
SW RTN GND LT LA LD LE LH SF01 SF21 SF22 SF12 SF02
36 PIN CONNECTOR (J1)
LU LQ LP LM LL +12V SF11 SF20 SF10 SF00
A B C D E F H J K L M N P R S T U V
GRY-BRN GRY-GRN BRN GRY BLU-GRN YEL R-B GRN-YEL GRN-BLK GRN-RED YEL-BLU
NOTE: EDGE CONNECTOR NOT KEYED: PIN 1 OF P2 CONNECTS TO PIN 1 OF J1.
NOTES:
WAYNE STONE
4/9/86
BALLY MIDWAY MFG. CO.
STOMPIN U.R.
CONTROL PANEL & FLOORPLAY ASSY. WIRING DIAGRAM
M051-00E38-A016
SHEET 1 OF 1
REV B



POWER CHASSIS ASSY
AC47-00009-0000
POWER SUPPLY
B006-08009-100B
P1 9POS
ORN +5V
ORN +5V
WHT 15V
WHT 15V
RED 12V
R-Y 12V CT
RED 12V
YEL 12V UNREG
YEL 12V UNREG
P2
+5V RED
+5V RED
+5V RED
+5V RED
+5V SENSE W-R
AC SENSE GRY
- SENSE W-B
GND BLK
GND BLK
GND BLK
GND BLK
P19
+12V GRN
+12V GRN
GND BLK
GND BLK
GND BLK
-12V YEL
-12V YEL
P3
W-BRN
BRN
SPEAKERS
P13
ØWHT 0V
ØBLK 115V
GRN
MONITOR
P12
ØWHT
FLUORESCENT LIGHT
ØGRN
ØBLK
P11
ØBLK
ØWHT
ØWHT
ØBLK
ON/OFF SW
SAFETY SW (TOP)
SAFETY SW (DOOR)
LINE CORD
P4
RED
BLK & SHIELD
GRN
YEL
BLK
P5
AUDIO OUT
A.GND
+12V
-12V
GND
CLK
TXD
RXD
SOUND BD
B006-08002-100B
W-B
BRN-B
GRY-Y
B-W
BLK
TEST SW
TO MONITOR
RED
GRN
BLU
YEL
WHT
BLK
6POS
P6 30POS LEAF
B006-08001-100C
SENTE MAIN CPU BOARD
P7 22POS
J14
G-W 12V COIN METER
12V COIN DOOR LIGHTS
BLK GND GROUND
GND COIN DOOR LIGHTS
BLU-W OUT6 COIN METER
Y-BRN SW26 COIN 0
B-R SW36 COIN 1
G-Y GND
J16
BRN OUT0
BLU-BRN OUT1
B-G SW20
R-W SW21
GRY-G SW22
Y-BLU SW23
GRY-BRN SW30
O-G SW31
O-R SW32
B-R SW33
BLK GND
+12V
TO CONTROL PANEL
G-R
J20
+12V
BLK GND
B-R SW33
ORN-Y OUT2
BRN-Y SW35
B-Y SW34
WHT SW25
BLU-B SW24
W-V AN3
O-W AN2
R-B AN1
BLU-G AN0
Y-O OUT3
YEL -12V
RED +5V
TO CONTROL PANEL
J15
+5V
-12V
OUT3
GRN OUT4
BLU OUT5
W-Y AN7
W-GRY AN6
W-GRN AN5
W-BLU AN4
TO CONTROL PANEL
VOLTAGE SELECTOR 6POS M-N-L
110 VAC SELECTION (YELLOW)
220 VAC SELECTION (BLUE)
NOTES:
W STONE
3/20/86
REL FOR PROD 3/25/86 RW
BALLY SENTE, INC.
SAC 1A
M051-00C47-A003
SHEET 1 OF 1
REV A
28 MAR 86 11:11 /USER/VMC/SENTE_UR 1.DRAW



REV. A

MASTER CABLE WIRE	WAS CONNECTED TO	NOW
GREEN-WHITE (G-W)	P7, PIN K	P19, P10
GREEN-RED (G-R)	P7, PIN L	P19, P11

NOTES

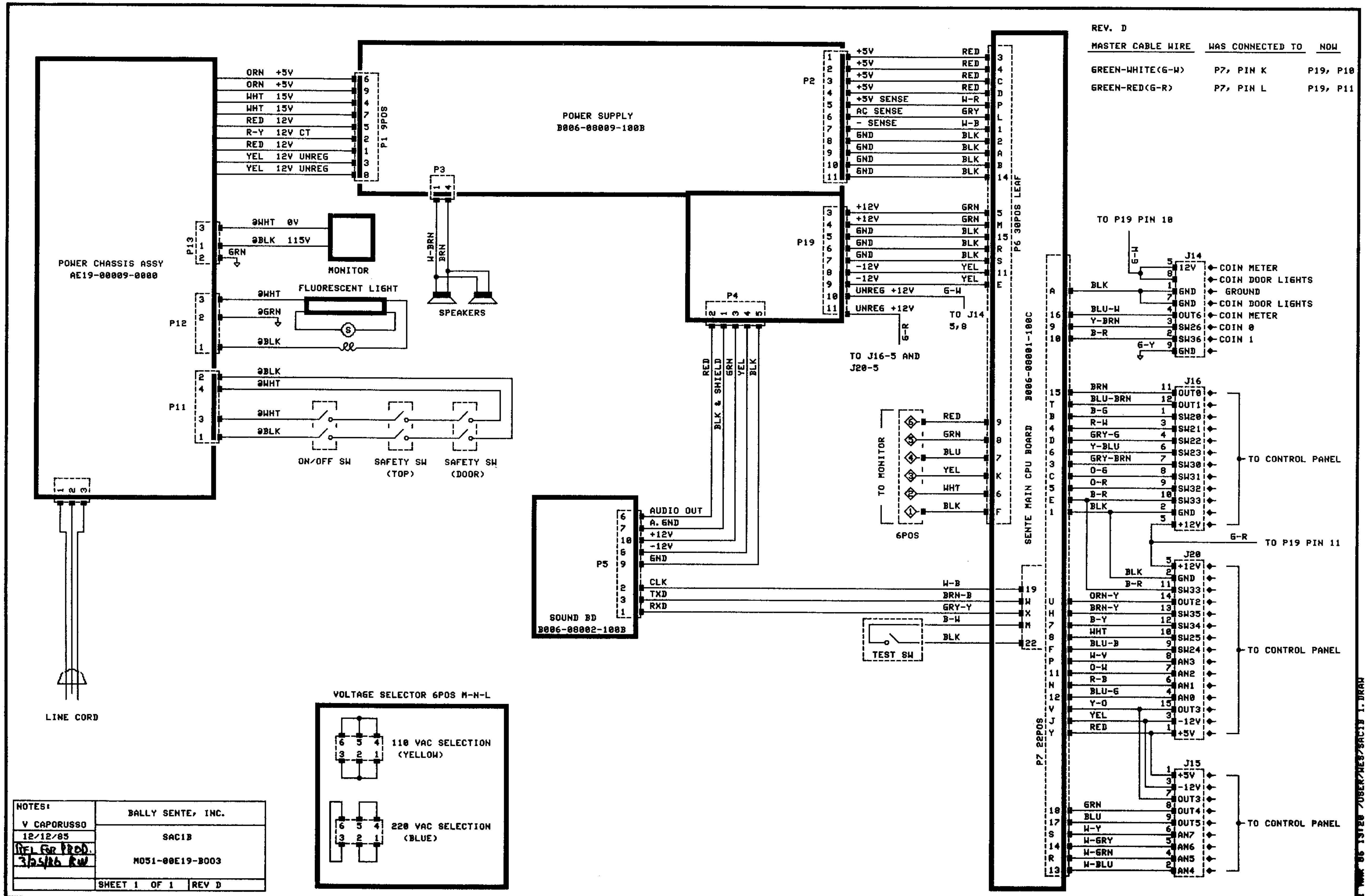
1◆ MASTER CABLE ASSY. CONSISTS OF ALL WIRING IN THIS DIAGRAM EXCEPT FOR WIRING GROUPS IDENTIFIED OTHERWISE

2◆ CONNECTORS MARKED "P" OF CABLE ASSY'S FASTEN TO CONNECTORS MARKED "J"ON THE PCB'S AND THE POWER CHASSIS ASSY

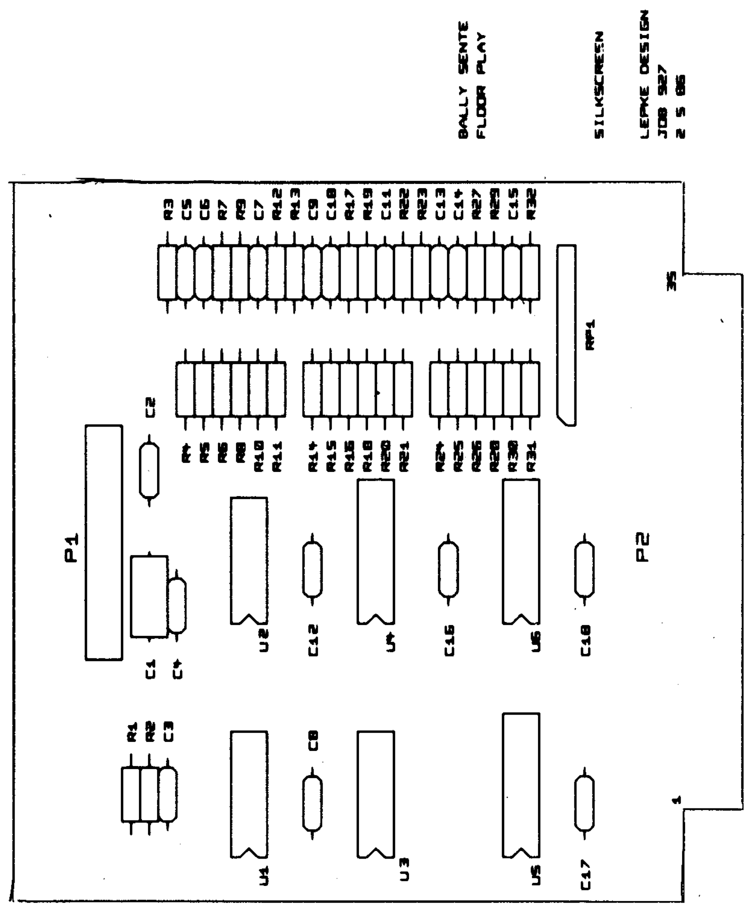
3◆ JACK CONNECTORS MARKED "J" OF CABLE ASSY'S FASTEN TO JACK CONNECTORS MARKED "J" OF GAME ASSY'S

4◆ PLEASE REFER TO SHEET 2 OF 2 FOR COIN DOOR CABLING MODIFICATIONS IN SAC-MAN KIT INSTRUCTION MANUAL J14 IS A9 PIN(OR A 6 PIN) JACK CONNECTOR THAT LOOSE WIRES MUST BE PINNED INTO.

NOTES:	BALLY SENTE, INC.
V CAPORUSSO	SACMAN
REL FOR PROD. 5/25/86 RW	M051-00E23-A005
SHEET 1 OF 1	REV A



REV. D
MASTER CABLE WIRE
WAS CONNECTED TO
NOW
GREEN-WHITE(G-W)
P7, PIN K
P19, P10
GREEN-RED(G-R)
P7, PIN L
P19, P11
POWER CHASSIS ASSY
AE19-00009-0000
POWER SUPPLY
B006-00009-100B
P1 9POS
ORN +5V
ORN +5V
WHT 15V
WHT 15V
RED 12V
R-Y 12V CT
RED 12V
YEL 12V UNREG
YEL 12V UNREG
P2
+5V
+5V
+5V
+5V
+5V SENSE
AC SENSE
- SENSE
GND
GND
GND
GND
RED
RED
RED
RED
W-R
GRY
W-B
BLK
BLK
BLK
BLK
P3
W-BRN
BRN
SPEAKERS
P13
ØWHT 0V
ØBLK 115V
GRN
MONITOR
P12
ØWHT
ØGRN
ØBLK
FLUORESCENT LIGHT
P11
ØBLK
ØWHT
ØWHT
ØBLK
ON/OFF SW
SAFETY SW (TOP)
SAFETY SW (DOOR)
LINE CORD
P19
+12V
+12V
GND
GND
GND
-12V
-12V
UNREG +12V
UNREG +12V
GRN
GRN
BLK
BLK
BLK
YEL
YEL
G-W
G-R
TO J14 5,8
TO J16-5 AND J20-5
P4
RED
BLK & SHIELD
GRN
YEL
BLK
P5
SOUND BD
B006-00002-100B
AUDIO OUT
A.GND
+12V
-12V
GND
CLK
TXD
RXD
W-B
BRN-B
GRY-Y
B-W
BLK
TEST SW
TO MONITOR
6POS
RED
GRN
BLU
YEL
WHT
BLK
P6 30POS LEAF
SENTE MAIN CPU BOARD
B006-00001-100C
P7 22POS
TO P19 PIN 10
G-W
J14
12V
GND
GND
OUT6
SW26
SW36
GND
COIN METER
COIN DOOR LIGHTS
GROUND
COIN DOOR LIGHTS
COIN METER
COIN 0
COIN 1
BLK
BLU-W
Y-BRN
B-R
G-Y
J16
OUT0
OUT1
SW20
SW21
SW22
SW23
SW30
SW31
SW32
SW33
GND
+12V
BRN
BLU-BRN
B-G
R-W
GRY-G
Y-BLU
GRY-BRN
O-G
O-R
B-R
BLK
TO CONTROL PANEL
G-R
TO P19 PIN 11
J20
+12V
GND
SW33
OUT2
SW35
SW34
SW25
SW24
AN3
AN2
AN1
AN0
OUT3
-12V
+5V
BLK
B-R
ORN-Y
BRN-Y
B-Y
WHT
BLU-B
W-V
O-W
R-B
BLU-G
Y-O
YEL
RED
TO CONTROL PANEL
J15
+5V
-12V
OUT3
OUT4
OUT5
AN7
AN6
AN5
AN4
GRN
BLU
W-Y
W-GRY
W-GRN
W-BLU
TO CONTROL PANEL
VOLTAGE SELECTOR 6POS M-N-L
110 VAC SELECTION (YELLOW)
220 VAC SELECTION (BLUE)
NOTES:
V CAPORUSSO
12/12/85
REL FOR PROD.
3/25/86 RW
BALLY SENTE, INC.
SAC1B
M051-00E19-B003
SHEET 1 OF 1
REV D

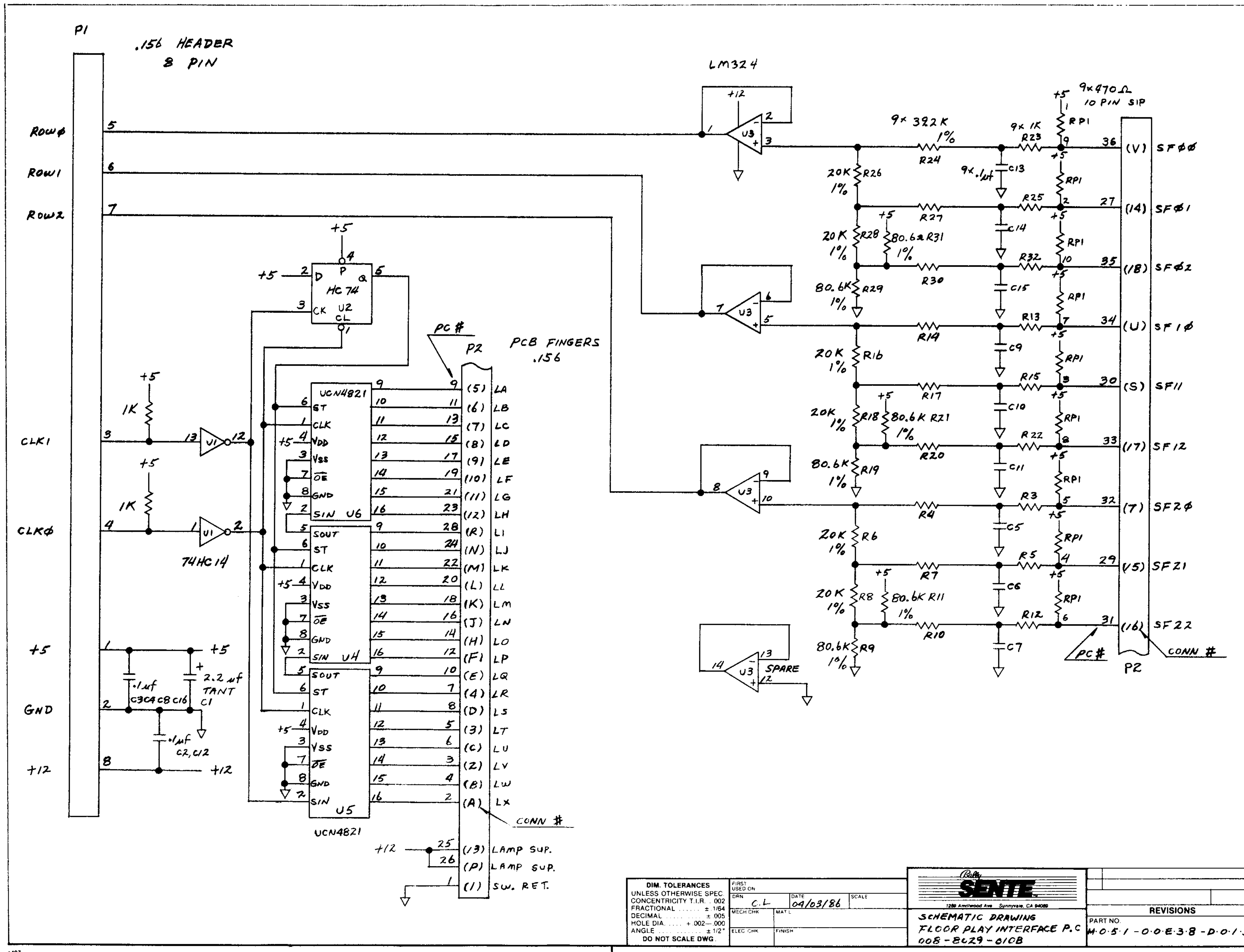


FLOOR PLAY INTERFACE P.C.
U006-08029-010B
M051-00E38-B012

CROSS REFERENCE LIST

DESCRIPTION	QTY.	DESIGNATION NO.	PART NOS.
UCN 4821 1/4W 5% CARBO	3	U4,U5,U6	0066-352XX-XXLX
74HC14	1	U1	U210-00018-0100
LM324	1	U2	U260-00054-0100
74HC74	1	U3	U210-00016-0100
20K 1/4W 1%	6	R26,R28,R16,R18 R6,R8	U450-02002-0100
80.6K 1/4W 1%	6	R31,R29,R21,R19 R11,R9	U450-08062-0100
39.2K 1/4W 1%	9	R24,R27,R30,R14 R17,R20,R4,R7,R10	U450-03922-0100
1K 1/4W 5%	11	R23,R25,R32,R13 R15,R22,R3,R5,R12 R1,R2	U400-01001-0100
10 POS. SIP 470 OHM	1	RP1	U460-00012-0100
.1UF 50V	17	C2 - C18	U300-00009-0100
2.2UF TANT. 10V	1	C1	U310-00013-0100
8 PIN KK156 W/LOCKING TAB	1	P1	U550-00065-0100
P.C.B.	1		U007-08029-010B

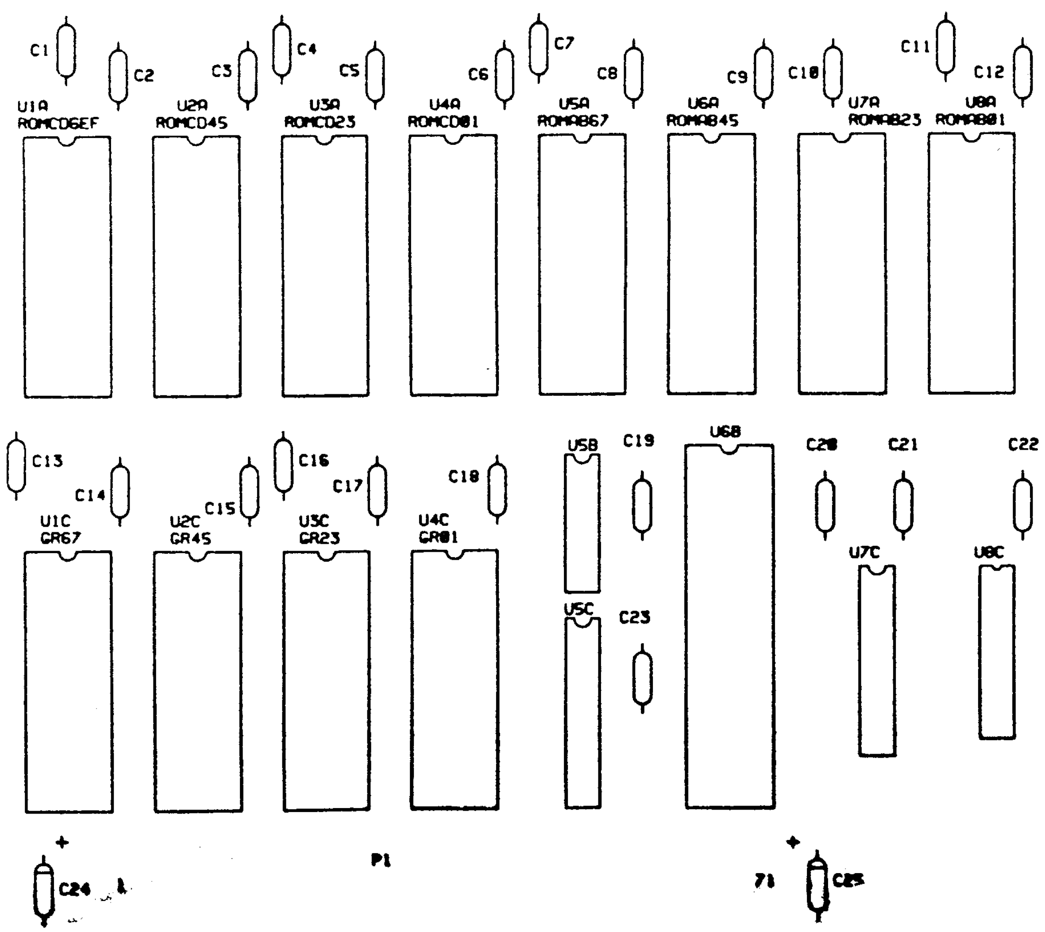
REV. A - 3/27/86 J.S.


P1
.156 HEADER
8 PIN
ROWØ
ROW1
ROW2
CLK1
CLKØ
+5
GND
+12
HC74
U2
UCN4821
U6
U4
U5
74HC14
U1
LM324
U3
SPARE
2.2 µf
TANT
PC #
P2
PCB FINGERS
.156
CONN #
9×470Ω
10 PIN SIP
RP1
9× 392K
1%
9× 1K
9× .1µf
20K
80.6K
SFØØ
SFØ1
SFØ2
SF1Ø
SF11
SF12
SF2Ø
SF21
SF22
LAMP SUP.
SW. RET.
DIM. TOLERANCES
UNLESS OTHERWISE SPEC
CONCENTRICITY T.I.R. .002
FRACTIONAL ± 1/64
DECIMAL ± .005
HOLE DIA. + .002 — .000
ANGLE ± 1/2°
DO NOT SCALE DWG
DRN C.L.
DATE 04/03/86
SENTE
SCHEMATIC DRAWING
FLOOR PLAY INTERFACE P.C
008-8629-010B
REVISIONS
PART NO.
M-0-5-1-0-0-E-3-8-D-0-1-3

UN-PROG CARTRIDGE 128K W/SECURE CHIP
A082-91834-A000
(SENTE BOARD NO. 006-8027-01-0B)

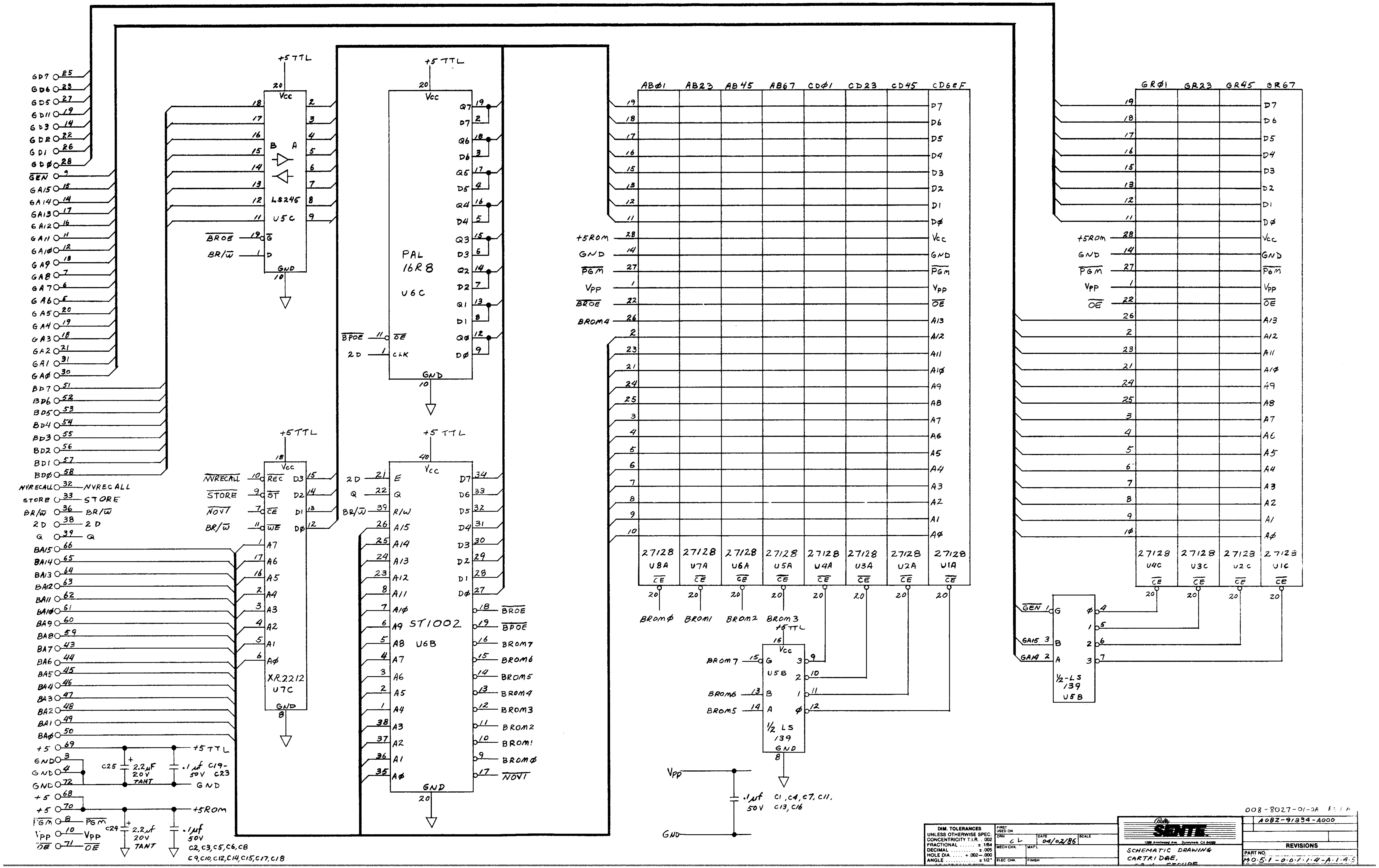
CROSS REFERENCE LIST

DESCRIPTION	QTY.	REFERENCE NO.	PART NOS.
PCB	1		A080-91834-A000
74LS139	1	U5B	U200-00049-0100
74LS245	1	U5C	U200-00056-0100
RAM NOV	1	U8C	U230-00007-0100
ST 1002 SECURITY CHIP	1	U6B	U260-00050-010A
CAP CER. .1M 50V 20%	23	C1-C23	U300-00009-0100
CAP TANT. 2.2MF 10V 20%	2	C24,C25	U310-00013-0100
SOCKET 28 PIN	12	U1A-U8A,U1C-U4C	110E-00001-0010
SOCKET 20 PIN	1	U7C	U510-00017-0100
SOCKET 40 PIN	1	U6B	110E-00001-0011
CONNECTOR AMP 2-102584-0	1	P1	U550-00064-0100



REV: Revisions due to type errors on 1/17/86.

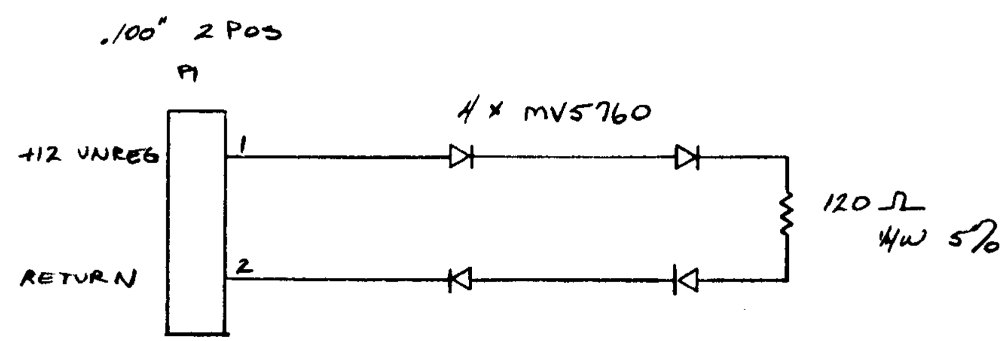
M051-00114-A144


LS245
U5C
PAL
16R8
U6C
XR2212
U7C
ST1002
U6B
27128 U8A
27128 U7A
27128 U6A
27128 U5A
27128 U4A
27128 U3A
27128 U2A
27128 U1A
27128 U4C
27128 U3C
27128 U2C
27128 U1C
AB01 AB23 AB45 AB67 CD01 CD23 CD45 CD6EF
GR01 GR23 GR45 GR67
1/2 LS 139 U5B
1/2-LS 139 U5B
+5TTL
+5ROM
GND
VPP
BROE
BPOE
NVRECALL
STORE
NOVT
BR/W
BROM0 BROM1 BROM2 BROM3 BROM4 BROM5 BROM6 BROM7
C25 2.2µF 20V TANT
.1µf C19-C23
C24 2.2µf 20V TANT
.1µf 50V C2, C3, C5, C6, C8 C9, C10, C12, C14, C15, C17, C18
.1µf 50V C1, C4, C7, C11, C13, C16
008-8027-01-0A
A082-91834-A000
REVISIONS
SCHEMATIC DRAWING
CARTRIDGE,
SENTE
04/02/86
M051-00714-A145
DIM. TOLERANCES UNLESS OTHERWISE SPEC.

FLOOR-CONTROL LAMP BOARD ASSEMBLY
PART NO. U006-08028-010A
M051-00E38-A010

CROSS REFERENCE LIST

DESCRIPTION	QTY.	DESIGNATION NO.	PART NOS.
FLOOR-CONTROL LAMP P.C. BD.	1		B007-08028-010A
CONN KK100 PCM M02A SQ. TIP	1	P1	U550-00086-0100
120 OHM 1/4W 5% CARBON	1	R1	100E-00005-0035
L.E.D.: RED MV5760	4	LED 1	119E-00001-0007



RELEASED BY: J. J. 2-11-86

M051-00E38-A011

ITEM	QTY	DESCRIPTION/MATERIAL	P/N REF

DASH NO.	NEXT ASSY NO.

APPLICATION

UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES TOLERANCES ON:
ANGLES = ± 1°
.X = ± .1
.XX = ± .01
.XXX = ± .005
SURFACE FINISH ✓

MATERIAL

FINISH

DO NOT SCALE DRAWING

DRAWN BY	DATE
CHECKED	
ENGINEER	
MFG. ENGINEER	
PROJECT ENGINEER	

Bally SENTE
1289 Anvilwood Ave. Sunnyvale, CA 94089

TITLE
FLOOR PLAY LAMP BOARD

SIZE	DRAWING NO.	REV.
C	008-8028-.01	1

SCALE	SHEET 1 OF 1

D C B A 4 3 2 1